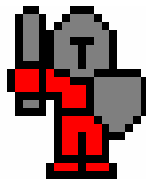


PalmPulus v2.0

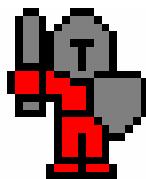
Tutorial

28 October 2003



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Purpose of this PalmPulus tutorial

This document is a step by step tutorial to help you start a game. It will show you the basics of the PalmPulus playing in order to have you understand the most common features of this game and its logics.

Step #0: new game



Press on the device's menu button . Then, choose Game, New Game. You arrive in the window shown on the left.

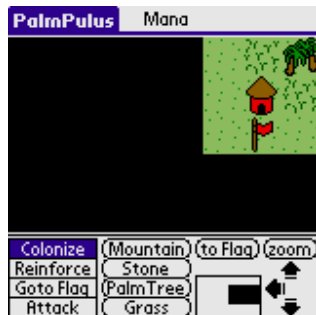
Select:

- Chicken as Game Difficulty (enemies will not be too hard with you)
- Small as Board Size (you will not get lost in the map)
- Hide for Undiscovered Land (you only know the land that your people have discovered)
- 1 as the Number of initial Peasants (better start to learn with only one to manage!)
- Have everybody play (all checkboxes ticked for Plays option)
- Choose to be the Red Player (tick Human under the Red Knight) and let your competitors be Yellow and Blue.

Note : these are the default options the first time you enter in this New Game window.

Press the [OK] button, the game starts 😊

Step #1: getting started



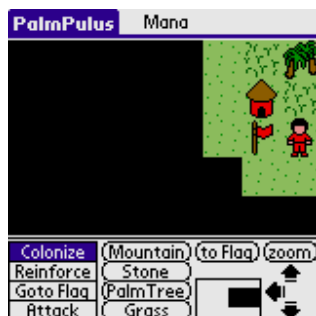
You start the game in the Colonize mode.

Your first Peasant tries to settle very quickly, in order to build a very first hut.

Very soon, some grass will appear in the surrounding cells. This will help this hut to grow faster.

All the dark cells are areas of the map that you do not know yet. Your people did not discover them. As they move around, they will reveal their content.

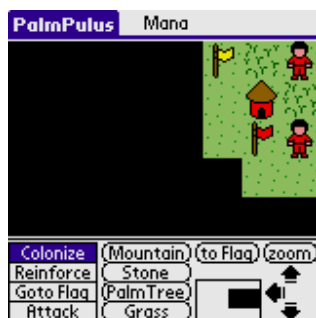
At this stage, just leave it growing, do not take any action.



After a few seconds, a Peasant appears next to the hut. This is the very first unit that the hut released.

As you are in Colonize mode, this Peasant will start to move to try to settle too and build another hut.

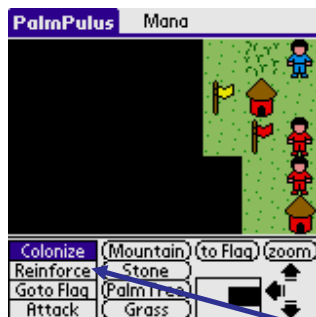
Just leave him doing, do not take any action.



Here we see another Peasant that appeared very quickly. The first peasant, being a little bit lazy, did not move too much yet (units have their own mood!) but it is also true that for moving up he had to destroy a Palm tree which requires some time.

Also appeared next to our place a yellow flag. That is an ennemy's flag, showing that he found where we are!

Let the game go, do not take any action.



Our first peasant succeeded to build a new hut. The one that was on the top right side went down two cells, thus destroying some grass our hut had planted. As a consequence, our hut will grow more slowly. Another peasant just appeared next to our first hut and he is also ready for action.

Oops, a blue peasant is just arriving in our area.

It is getting time to reinforce, to defend our little territory. So, we click on the Reinforce button.

Step #2: things are getting a little bit harder...

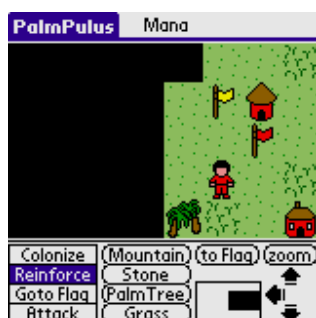


So, we just moved to Reinforce mode. Our two peasants gathered (merged) right away because they were next to one other, but they were not strong enough to become a Soldier.

Another blue peasant arrived in our area when the first one moved one cell left, destroying our last grass field, thus stopping the development of our first hut.

Our second hut did not produce any grass field yet, and is therefore not developing either.

Let's reinforce some more time.

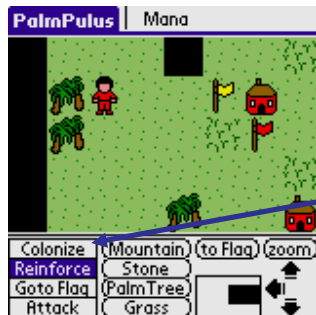


A few seconds later, the two blue peasants decided to move somewhere else. We were lucky this time!

Our peasant discovered some new land. As his orders are to reinforce, he is no more trying to settle, but he is moving around looking for another moving unit. Since there is not, he will just keep moving until we give another type of order.

Our first hut opened a new grass field, while our second one did the same a little bit earlier. It even became a house, thus showing us that it grew quite well. In Reinforce mode, this house will keep growing and will not release new people (Soldiers in this case).

Let's keep reinforcing a little bit more.

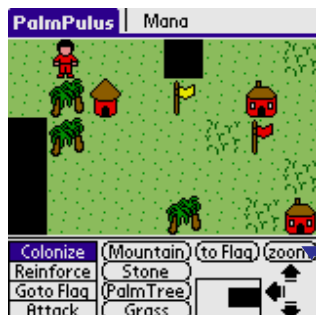


Our first hut became a house too.

Our peasant discovered some new land. It seems to be a good place to settle now.

So, let's ask our people to colonize.

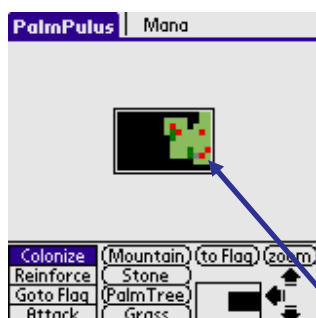
Step #3: our territory is getting wider



Our peasant set up a hut as soon as we told him to Colonize as the area where he was was free. Since it was quite a strong unit (remember that two peasants had merged previously), the hut released very quickly a new peasant next to it.

Maybe, we need to get a first overview of the game.

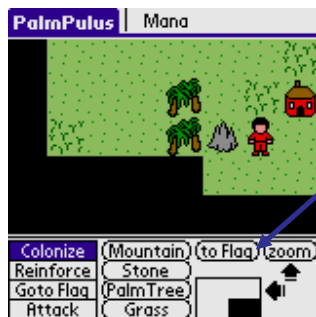
*So, let's click **TWICE** on the zoom button.*



We can see that we almost know half of the full territory. All red dots are one of our units, either a house or a moving unit.

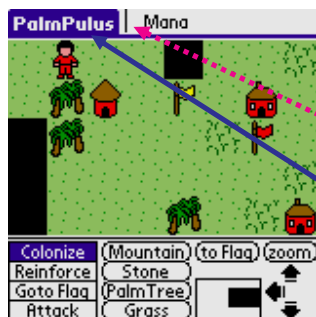
We can easily recognize the position of the units as compared to our previous view. We can even see that there is an extra red dot, thus telling us that we have another unit next to our second house (which is out of the previous view's bounds).

Let's click on this new red dot with the stylus to go to the detailed view in this area of the map.



We find ourselves in the given area. Indeed our house released a Soldier who will start to look for a new place to colonize and to settle as we are in Colonize mode.

Let's click on the to Flag button to go back next to our flag, where our first house was built at the beginning of the game.



Here we are back. Well, things did not move too much in this area!

So, we have a little time to see that our Mana started to climb.

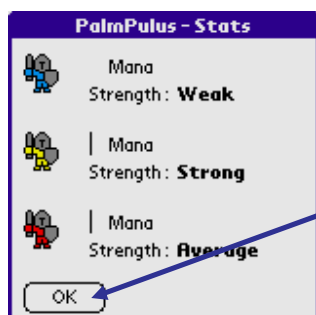
Let's now go and see how we perform against our two competitors (blue and yellow automated enemies). So, just click on the PalmPulus text area.

Step #4: a first idea of how we perform



The menu opens.

We go in Options, and click on the Game Statistics line.

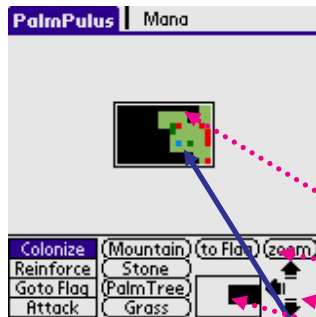


The Statistics window opens.

Well, it clearly appears that we are currently ranking in second position. Our yellow enemy started stronger than us.

Click on the OK button.

Step #5: looking for a first battle



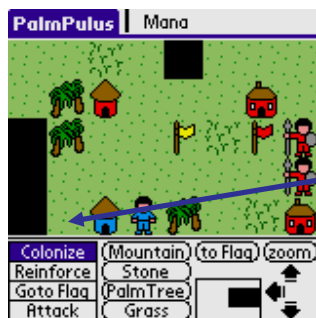
Let's keep our people colonizing until we see a first enemy's housing...

You will usually move from detailed to zoomed view, in different areas of the map, to get an idea of how your people perform in the different areas of the map. You can use the different controls dedicated to these doings:

- direct clicking on the board
- the to Flag and zoom buttons
- the direction arrows
- the move board

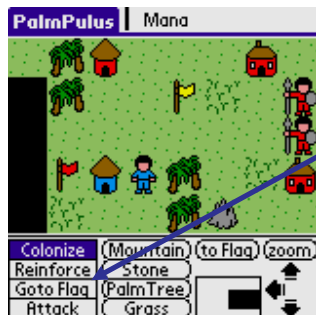
There, we got a blue one!

Let's click on it.



By the time we clicked, the brand new blue hut even had the time to release a first peasant. Hopefully, our own houses released two soldiers.

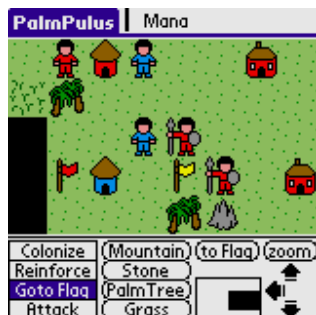
Let's click on the free cell next to the blue hut to move our flag there.



Now we can tell our people to move to our flag in order to surround this little hut.

So, we click on the Goto Flag button.

Step #6: it is time to fight!

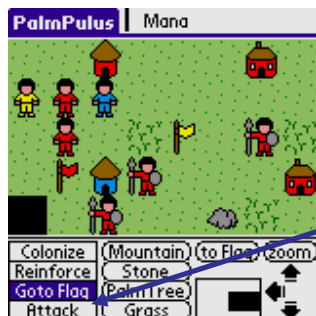


Our people start to move there.

Well, while travelling these soldiers destroyed all the grass surrounding our houses. This will slow down their development.

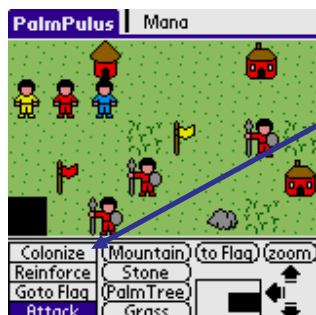
Oops, the yellow flag moved down too. Would the yellow player look for the same area?

Let's wait that they arrive.



Here they are arrived. Some other people that were released by our different houses are on the move too, some new people just joined.

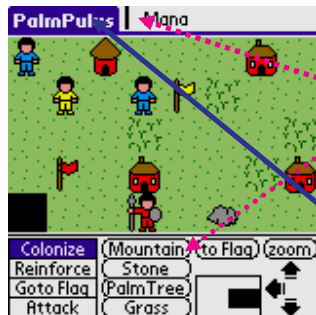
It is time to tell them to attack.



Great! They were quick to destroy this blue hut ☺

Let's tell them to quickly colonize this place now!

Step #7: let's pacify this area that we conquered

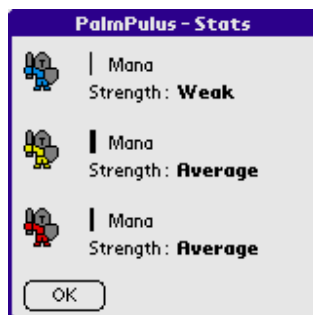


Done. One of our soldiers settled and built a new house.

Our mana kept growing.

Later on, when it will be much higher you will be able to cast spells.

Maybe we could give a look to the Statistics window again!



Well, the blue enemy remained weak, when the yellow one came back to average just like us red warriors! But his mana is a little bit bigger than ours... so let's be careful...

Things are getting better for us, but more battles will be needed to win.

Now, it is time for you to play on your own 😊

Have fun playing PalmPulus on your device 😊